Design Team Progress Report

Week ending 15 October 2001

Work Undertaken

Lego Island 3

Dean

- Finished Brickster Tower
  Left the end of the design slightly open, with two possible outcomes at this point. One being the helicopter climb and the other being a nebulus type game.
- Lego Island
  Sat down with Simon to talk about the islands progression and direction. Very happy with the current results, and ideas from Simon.
  Gave Simon some (Rough) maya models of buildings and island features.
- Skate Moves
  Sat down with Ade to checkout the progression of the skateboard. Discussed some possibilities to extend the use of the skate system, making it more distinguishable from all other transport types.
- Plane Chase
  Sat with Jon, to give more direction and ideas.

Jon

- Plane Chase
  Created 25 new splines for fast attack waves. Put in 50 fast attack waves. (Actually was going to be a hundred but found a bug which changed the way I was going to do the waves). Found a few images for the Plane Chase landscape research. Found several images of LEGO sets for the harbour area of the main island.

Andy

- Scripting
  Wrote Lego Island 3 script placeholder document.

General

Next Week

Lego Island 3

Dean
Look at Script Story Line Document.
Map work on Lego Island AGB
Update Map Image with changes from Subquest Document.

Andy
Subquest work

Jon
Continue with Plane Chase

General